

## Rock Raiders

7/27/99

The latest revision of Rock Raiders contains five examples of typical game levels with enemies and objectives. This revision also highlights the various Rock Raider vehicle models and their physics. The Rock Raider vehicles look excellent and control, as one would imagine.

Based on the revision of Rock Raiders v.0.211, submitted by Lego Media, the product evaluation group has compiled an evaluation report. Below are the prioritized items of most importance.

- In previous versions there was an additional camera that brought the player closer to the character. Due to technical restraints the developer has noted that the camera cannot be placed too closely. This is unfortunate because the detail of the models is quite good and the game could greatly benefit from additional camera positions, such as an over the shoulder view. Effort should be made to provide a camera view as close to the character as the technology will allow.
- The view has never been closer than it currently is, it now zooms out to reveal more land as you use a faster vehicle. If we zoom in then the main character will get blocky, it is time comusing as the zooming is hard coded for each vehicle.
- Currently there is still no Lego building element in the game. The construction element is what makes Legos such a compelling product. The player does not need to actually construct buildings the AI could accomplish the construction process. The player could simply be involved by having to collect materials (Lego blocks) with a loader and then delivering them to the construction site.
- The construction, as approved by Sony was in and working in this demo, but they had the levels locked and couldn't get past the fifth level, and consruction comes after this level. So this should be alright.
- The title experiences some slow down in certain areas where there are several enemies on the screen at once. We have no reports of this from testing here or at Lego, the spiders count could be far higher and still not slow down, I am not sure where this has come from.
- The effectiveness of the radar is not readily apparent. The player would benefit from having an actual map that showed the layout. The map need not reveal the entire level, but should at least reflect those areas that the player has traveled through. The RADAR is now more useful, it has pickups for extra functions and there are hidden items (collectibles, tools and men to rescue) these weren't there before, but make the radar useful now.
- Currently there is very little to distinguish the Lego men from one another in both their physical appearance and their performance. The game design document states that each character will have distinct traits. Each character has a unique colour, but this is sometime quite hard to see in a small sprite. Each character has now has a very distinct ability, which will make a major difference depending on which mission it is used.
- The current levels, Crystal Quest, Lair of the Spiders, Blown Away, and Lake of Doom, show promise, however they are fairly simplistic. Levels should become more intricate as the game progresses requiring more strategies than simply collecting crystals. The first five levels are simple to play, and they do gradually add more features and rise in difficulty. Personally I thought the first levels were too hard for a younger age group, and should have been simpler!!

If you have any questions or concerns regarding these items or others contained within the attached evaluation report please contact your account manager or account coordinator for assistance.

Representatives from the evaluation group as well as technical support are prepared to clarify and assist with any issues you wish to discuss.

SCEA Third Party Product Evaluation Group